# NICKEL DRAGONS

*The dragon before you has soft grey metallic scales that catch the sunlight in such a way as to suggest a precious metal. Their two horns jut out, slightly curved as if swept back, but still long and imposing. Despite the dragon's small size, it has a look of malice and rage within its eyes.*

**Small But Fierce.** Nickel dragons are exceptionally small, possibly the smallest, species of true dragon. They make up for this lack of physical size with an unmatched tenacity in combat that makes them both highly aggressive and unpredictable. This attitude often extends beyond battle and into every aspect of a nickel dragon's life. Their small stature does often lead other creatures to assume they are younger than they actually are, a mistake which is often lethal.

**Turncoats.** Nickel dragons are naturally quite chaotic beings, however, seeing the way the civil war between the various species of ferrous dragons was going, they decided to switch sides and join with the iron, chromium, cobalt, and tungsten dragons. Upon doing so, they were subjected to the rigid structure of command employed by their new allies and over time these chaotic creatures grew to be more lawful in manners of conduct. Their roots as unbridled hooligans still show themselves once and awhile, but never when it is related to a matter of consequence.

**Disregarded.** As the weakest and lowest ranking members of the ferrous dragon hierarchy, nickel dragons are often left to their own devices. Not much is expected from them by their ferrous brethren, and as such they are free to chase

whatever aims they please so long as they don't interfere with the plans of the other dragons they are beholden to.

## NICKEL DRAGON LAIRS

Nickel dragons make their home in swamps and marshlands, preferring to be on or near the coast if possible. They typically occupy caves that contain water, but only as a place to store treasure and lay eggs. The dragon itself often lives in any place it finds suitable near the cave itself. This often changes from day to day, making their exact whereabouts less predictable than most other draconic creatures. Nickel dragon lairs often include the following features;

- Various sub-lairs all hidden well around the primary lair.
- Various chambers that are connected by underwater passageways.
- Acidic bodies of water that deteriorate anyone or anything not immune to acid.

## NICKEL DRAGON WYRMLINGS

As a wyrmling, nickel dragons are especially aware of their smaller size. Sometimes mistaken for large pseudodragons due to their lacking stature, this is a mistake they are quick to correct, usually with violence.

# Nickel Dragon Wyrmling

*Small Dragon, Lawful Evil*

**AC** 17 (natural armor) **Initiative** +5 (15)
**Hit Points** 42 (5d6 + 10)
**Speed** 30 ft., fly 60 ft., swim 30 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 14 | +2 | +2 | **DEX** 16 | +3 | +5 | **CON** 15 | +2 | +4 |
| **INT** 8 | -1 | -1 | **WIS** 12 | +1 | +3 | **CHA** 16 | +3 | +5 |

**Skills** Deception +3, Perception +3, Persuasion +5, Stealth +5
**Immunities** Acid, Poison, Poisoned
**Resistances** Fire
**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13
**Languages** Draconic
**Challenge** 3 (XP 700; PB +2)

## Traits

***Amphibious.*** The dragon can breathe air and water.

***Flyby.*** The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Legendary Resistance (1/Day in Lair).*** If the dragon fails a saving throw, it can choose to succeed instead.

***Surprise Attack.*** If the dragon surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

## Actions

***Rend.*** *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing plus 3 (1d6) Acid damage.

***Acidic Breath (Recharge 5-6).*** *Dexterity Saving Throw*: DC 13, each creature in a 15-foot Cone. *Failure:* 22 (5d8) Acid damage. *Success:* Half damage.

***Spellcasting.*** The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 13)

**At will:** *Absorb Elements, Grease*
**2/Day Each:** *Fog Cloud, Entangle*
**1/Day Each:** *Stinking Cloud*

## Bonus Actions

***Aggressive Advance.*** The dragon moves up to its speed toward a hostile creature it can see.

**Rampage.** When the dragon reduces a creature to 0 hit points with a melee attack on its turn, the dragon moves up to half its speed and makes a rend attack.

## Reactions

***Backlash.*** *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response:* The dragon moves up to half its speed towards the creature who targeted it and makes a rend attack if able.

***Misdirect.*** *Trigger*: The dragon is targeted by an attack roll. *Response*: The creature making the attack has disadvantage. If the attack misses, the dragon can move up to half its speed. If the attack hits the dragon has advantage on the next attack roll it makes against the creature it attempted to misdirect.

***Rend Retaliation.*** *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

## YOUNG NICKEL DRAGON

Entering their second phase of life, nickel dragons finally begin to gain a sense of confidence about themselves, having learned to use their small size as an asset rather than a shortcoming. These dragons are particularly dangerous, as they will often lure in unsuspecting enemies who assume they are simply wyrmlings, only to quickly find out they are profoundly mistaken.

# Young Nickel Dragon

*Medium Dragon, Lawful Evil*

**AC** 18 (natural armor) **Initiative** +7 (17)
**Hit Points** 127 (15d8 + 60)
**Speed** 40 ft., fly 80 ft., swim 40 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 18 | +4 | +4 | **DEX** 18 | +4 | +7 | **CON** 19 | +4 | +7 |
| **INT** 9 | -1 | -1 | **WIS** 13 | +1 | +4 | **CHA** 18 | +4 | +7 |

**Skills** Deception +7, Perception +4, Persuasion +7, Stealth +7
**Immunities** Acid, Poison, Poisoned
**Resistances** Fire
**Senses** Blindsight 30 ft., Darkvision 120 ft., Passive Perception 14
**Languages** Common, Draconic
**Challenge** 7 (XP 2,900; PB +3)

## Traits

***Amphibious.*** The dragon can breathe air and water.

***Flyby.*** The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Legendary Resistance (2/Day in Lair).*** If the dragon fails a saving throw, it can choose to succeed instead.

***Surprise Attack.*** If the dragon surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 17 (5d6) damage from the attack.

## Actions

***Multiattack.*** The dragon makes three rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only)

***Rend.*** *Melee Attack Roll:* +7 to hit, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing plus 4 (1d8) Acid damage.

***Acidic Breath (Recharge 5-6).*** *Dexterity Saving Throw*: DC 15, each creature in a 30-foot Cone. *Failure:* 45 (10d8) Acid damage. *Success:* Half damage.

***Spellcasting.*** The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 15)

**At will:** *Absorb Elements, Grease*
**2/Day Each:** *Fog Cloud, Entangle*
**1/Day Each:** *Gaseous Form, Stinking Cloud*

## Bonus Actions

***Aggressive Advance.*** The dragon moves up to its speed toward a hostile creature it can see.

**Rampage.** When the dragon reduces a creature to 0 hit points with a melee attack on its turn, the dragon moves up to half its speed and makes a rend attack.

## Reactions

If the dragon is in its lair, it can take an additional Reaction per round.

***Backlash.*** *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response:* The dragon moves up to half its speed towards the creature who targeted it and makes a rend attack if able.

***Misdirect.*** *Trigger*: The dragon is targeted by an attack roll. *Response*: The creature making the attack has disadvantage. If the attack misses, the dragon can move up to half its speed. If the attack hits the dragon has advantage on the next attack roll it makes against the creature it attempted to misdirect.

***Rend Retaliation.*** *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

### ADULT NICKEL DRAGON

By the time a nickel dragon becomes an adult, they have learned how to expertly navigate the world and their surroundings with finesse and trickery. They may begin to grow more ambitious, turning to grander schemes that will elevate their territory and influence.

# Adult Nickel Dragon

*Large Dragon, Lawful Evil*

**AC** 19 (natural armor) **Initiative** +11 (21)
**Hit Points** 189 (18d8 + 108)
**Speed** 40 ft., fly 80 ft., swim 40 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 18 | +4 | +4 | **DEX** 22 | +6 | +11 | **CON** 22 | +6 | +11 |
| **INT** 10 | +0 | +0 | **WIS** 14 | +2 | +7 | **CHA** 20 | +5 | +10 |

**Skills** Deception +10, Perception +7, Persuasion +10, Stealth +11
**Immunities** Acid, Poison, Poisoned
**Resistances** Fire
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 17
**Languages** Common, Draconic
**Challenge** 14 (XP 11,500; PB +5)

## Traits

***Amphibious.*** The dragon can breathe air and water.

***Flyby.*** The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Legendary Resistance (3/Day or 4/Day in Lair).*** If the dragon fails a saving throw, it can choose to succeed instead.

***Surprise Attack.*** If the dragon surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 33 (10d6) damage from the attack.

## Actions

***Multiattack.*** The dragon makes three rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only)

***Rend.*** *Melee Attack Roll:* +11 to hit, reach 10 ft. *Hit:* 19 (2d12 + 6) Slashing plus 9 (2d8) Acid damage.

***Acidic Breath (Recharge 5-6).*** *Dexterity Saving Throw*: DC 19, each creature in a 60-foot Cone. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage.

***Spellcasting.*** The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 18)

**At will:** *Absorb Elements, Fog Cloud, Grease*
**3/Day Each:** *Entangle*
**2/Day Each:** *Gaseous Form, Stinking Cloud*
**1/Day Each:** *Confusion*

## Bonus Actions

***Aggressive Advance.*** The dragon moves up to its speed toward a hostile creature it can see.

**Rampage.** When the dragon reduces a creature to 0 hit points with a melee attack on its turn, the dragon moves up to half its speed and makes a rend attack.

## Reactions

The dragon can take up to two Reactions per round but only one per turn. If the dragon is in its lair, it can take an additional Reaction per round.

***Backlash.*** *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response:* The dragon moves up to half its speed towards the creature who targeted it and makes a rend attack if able.

***Misdirect.*** *Trigger*: The dragon is targeted by an attack roll. *Response*: The creature making the attack has disadvantage. If the attack misses, the dragon can move up to half its speed. If the attack hits the dragon has advantage on the next attack roll it makes against the creature it attempted to misdirect.

***Rend Retaliation.*** *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

# ANCIENT NICKEL DRAGON

Ancient nickel dragons, while still smaller than most dragons of their age category, are still tremendous in size and power. Their previous schemes of hoping others might underestimate them based on size alone no longer ring quite as effective, however, they have also had a lifetime to master the art of deception and misdirection.

# Ancient Nickel Dragon

*Huge Dragon, Lawful Evil*

**AC** 22 (natural armor) **Initiative** +16 (26)
**Hit Points** 189 (20d12 + 108)
**Speed** 40 ft., fly 80 ft., swim 40 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 22 | +6 | +6 | **DEX** 28 | +9 | +16 | **CON** 26 | +8 | +15 |
| **INT** 12 | +1 | +1 | **WIS** 16 | +3 | +10 | **CHA** 22 | +6 | +13 |

**Skills** Deception +16, Perception +10, Persuasion +13, Stealth +16
**Immunities** Acid, Poison, Poisoned
**Resistances** Fire
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 20
**Languages** Common, Draconic
**Challenge** 21 (XP 133,000 ; PB +7)

## Traits

***Amphibious.*** The dragon can breathe air and water.

***Flyby.*** The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

***Legendary Resistance (4/Day or 5/Day in Lair).*** If the dragon fails a saving throw, it can choose to succeed instead.

***Surprise Attack.*** If the dragon surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 56 (16d6) damage from the attack.

## Actions

***Multiattack.*** The dragon makes three rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only)

***Rend.*** *Melee Attack Roll:* +16 to hit, reach 10 ft. *Hit:* 22 (2d12 + 9) Slashing plus 13 (3d8) Acid damage.

***Acidic Breath (Recharge 5-6).*** *Dexterity Saving Throw*: DC 22, each creature in a 60-foot Cone. *Failure:* 72 (16d8) Acid damage. *Success:* Half damage.

***Spellcasting.*** The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 21)

**At will:** *Absorb Elements, Entangle, Fog Cloud, Grease*
**3/Day Each:** *Stinking Cloud*
**2/Day Each:** *Confusion, Gaseous Form*

# Bonus Actions

***Aggressive Advance.*** The dragon moves up to its speed toward a hostile creature it can see.

**Rampage.** When the dragon reduces a creature to 0 hit points with a melee attack on its turn, the dragon moves up to half its speed and makes a rend attack.

# Reactions

The dragon can take up to three Reactions per round but only one per turn. If the dragon is in its lair, it can take an additional Reaction per round.

***Backlash.*** *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response:* The dragon moves up to half its speed towards the creature who targeted it and makes a rend attack if able.

***Misdirect.*** *Trigger*: The dragon is targeted by an attack roll. *Response*: The creature making the attack has disadvantage. If the attack misses, the dragon can move up to half its speed. If the attack hits the dragon has advantage on the next attack roll it makes against the creature it attempted to misdirect.

***Rend Retaliation.*** *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

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